

IN THE CLAIMS:

Please amend Claims 1-4, 6, 9, 11-14, 16, 19, 21, and 22 as follows.

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1. (Currently Amended) An image processing apparatus for displaying a scene including a plurality of objects, comprising:

(A) identifying means for identifying an object having copyright-protected information among objects constructing the scene on the basis of data describing the scene; and

(B) ~~display control means for generating the scene for displaying on a display screen;~~
construction means for constructing the scene from the plurality of objects on the basis of an identification result of said identifying means; by inhibiting a display of so that the constructed scene does not include the object identified by said identifying means until a predetermined authenticating process is finished ~~and allowing a display of objects that are not identified as having copyright-protected information; and~~

(C) display control means for displaying the constructed scene constructed by said construction means on a display screen.

2. (Currently Amended) An apparatus according to claim 1, further comprising reproduction inhibiting means for inhibiting a reproduction of video/audio in the case where the object ~~whose display is inhibited by said display control means~~ which is not included in the constructed scene constructed by said construction means is accompanied with video/audio data.

3. (Currently Amended) An apparatus according to claim 2, further comprising synchronizing means for, in the case where the object ~~whose display is inhibited by said display control means~~ which is not included in the constructed scene constructed by said construction means is accompanied with the video/audio data, synchronizing the display of the object with the reproduction of said video/audio when the ~~inhibition of the display by said display control means is cancelled~~ object becomes included in the constructed scene constructed by said construction means.

4. (Currently Amended) An image processing apparatus for displaying a scene including a plurality of objects, comprising:

(A) identifying means for identifying an object having copyright-protected information among the plurality of objects constructing the scene on the basis of data describing the scene; and

(B) classifying means for classifying the object identified by said identifying means in a first group and classifying the other objects in a second group; and

(C) ~~display control means for generating the scene for displaying on a display screen~~ construction means for constructing the scene from the plurality of objects on the basis of the groups classified by said classifying means to inhibit display of so that the constructed scene does not include the object having copyright-protected information that has not been authenticated ~~and to allow display of objects not having copyright-protected information; and~~

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(D) display control means for displaying the constructed scene constructed by said construction means on a display screen.

5. (Previously Presented) An apparatus according to claim 4, wherein said classifying means further classifies the object identified by said identifying means and video/audio data associated with the object in the first group and classifies the other objects and video/audio data associated with the other objects in the second group.

6. (Currently Amended) An image processing apparatus comprising:

(A) receiving means for receiving scene data describing a 3-dimensional scene, media data associated with said scene data, and copyright-protected data;

(B) separating means for separating the scene data, the media data and the copyright-protected data from all of the data received by said receiving means;

(C) access control means for controlling accesses to the scene data and the media data separated by said separating means on the basis of the copyright-protected data separated by said separating means;

(D) media decoding means for decoding the media data separated by said separating means;

(E) scene decoding means for forming copyright-protected scene data and copyright-unprotected scene data from the scene data separated by said separating means on the basis of the copyright-protected data separated by said separating means; and

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(F) rendering means for ~~rendering~~ constructing the 3-dimensional scene ~~to be displayed on a display screen~~ on the basis of the media data decoded by said media decoding means and the copyright-protected scene data and the copyright-unprotected scene data formed by said scene decoding means and rendering the constructed 3-dimensional scene to display on a display screen.

7. (Original) An apparatus according to claim 6, wherein said copyright-protected scene data describes a scene which is rendered after authentication, and said copyright-unprotected scene data describes a scene which is rendered irrespective of the authentication.

8. (Original) An apparatus according to claim 6, further comprising instructing means for giving an instruction for an access timing in said access control means in order to adjust a timing for the rendering by said rendering means.

9. (Currently Amended) An image processing apparatus comprising:
detecting means for detecting a copyright protection node from a language describing a 3-dimensional scene;

identifying means for identifying a 3-dimensional object designated by the copyright protection ~~node~~ node detected by said detecting means; and

~~display control means for generating the scene for displaying on a display screen by~~
~~inhibiting display of~~ construction means for constructing the 3-dimensional scene from a

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plurality of 3-dimensional objects on a basis of an identification result of said identifying means
so that the constructed 3-dimensional scene does not include the 3-dimensional object identified
by said identifying means until a predetermined authenticating process is finished ~~and allowing~~
~~display of a 3-dimensional object that is not identified as having copyright-protected information;~~
and

display control means for displaying the constructed 3-dimensional scene constructed
by said construction means on a display screen.

10. (Original) An apparatus according to claim 9, wherein said language is a VRML.

11. (Currently Amended) An image processing method of displaying a scene including
a plurality of objects, comprising:

(A) an identifying step of identifying an object having copyright-protected information
among the plurality of objects constructing the scene on the basis of data describing the scene;
and

(B) ~~a display control step of generating the screen for displaying on a display screen; a~~
construction step of constructing the scene from the plurality of objects on the basis of an
identification result in said identifying step, ~~by inhibiting a display of~~ so that the constructed
scene does not include the object identified in said identifying step until a predetermined
authenticating process is finished ~~and allowing display of objects that are not identified as having~~
~~copyright-protected information; and~~

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(C) a display control step of displaying the constructed scene constructed in said construction step on a display screen .

12. (Currently Amended) A method according to claim 11, further comprising a reproduction inhibiting step of inhibiting a reproduction of video/audio in the case where the object ~~whose display is inhibited in said display control step~~ which is not included in the constructed scene constructed in said construction step is accompanied with video/audio data.

13. (Currently Amended) A method according to claim 12, further comprising a synchronizing step of, in the case where the object ~~whose display is inhibited in said display control step~~ which is not included in the constructed scene constructed in said construction step is accompanied with the video/audio data, synchronizing the display of the object with the reproduction of the video/audio when the ~~inhibition of the display in said display control step is cancelled~~ object becomes included in the constructed scene constructed in said construction step.

14. (Currently Amended) An image processing method of displaying a scene including a plurality of objects, comprising:

(A) an identifying step of identifying an object having copyright-protected information among the plurality of objects constructing the scene on the basis of data describing the scene;
and

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(B) a classifying step of classifying the object identified in said identifying step in a first group and classifying the other objects in a second group; and

(C) ~~a display control step of generating the scene for displaying on a display a~~
construction step of constructing the scene from the plurality of objects on the basis of the groups classified in said classifying step ~~to inhibit display of~~ so that the constructed scene does not include the object having copyright-protected information that has not been authenticated and to allow display of objects not having copyright-protected information; and

(D) a display control step of displaying the constructed scene constructed in said construction step on a display screen.

15. (Previously Presented) A method according to claim 14, wherein in said classifying step, the object identified in said identifying step and video/audio data associated with the object are classified in the first group, and the other objects and video/audio data associated with the other objects are classified in the second group.

16. (Currently Amended) An image processing method comprising:

(A) a receiving step of receiving scene data describing a 3-dimensional scene, media data associated with said scene data, and copyright-protected data;

(B) a separating step of separating the scene data, the media data and the copyright-protected data from all of the data received in said receiving step;

ex (C) an access control step of controlling accesses to the scene data and the media data separated in said separating step on the basis of the copyright-protected data separated in said separating step;

(D) a media decoding step of decoding the media data separated in said separating step;

(E) a scene decoding step of forming copyright-protected scene data and copyright-unprotected scene data from the scene data separated in said separating step on the basis of the copyright-protected data separated in said separating step; and

(F) a rendering step of ~~rendering~~ constructing the 3-dimensional scene ~~to be displayed on a display screen~~ on the basis of the media data decoded in said media decoding step and the copyright-protected scene data and the copyright-unprotected scene data formed in said scene decoding step and rendering the constructed 3-dimensional scene to display on a display screen.

17. (Original) A method according to claim 16, wherein said copyright-protected scene data describes a scene which is rendered after authentication, and said copyright-unprotected scene data describes a scene which is rendered irrespective of the authentication.

18. (Original) A method according to claim 16, further comprising an instructing step of giving an instruction for an access timing in said access control step in order to adjust a timing for the rendering in said rendering step.

19. (Currently Amended) An image processing method comprising:

2/ (A) a detecting step of detecting a copyright protection node from a language describing a 3-dimensional scene;

(B) an identifying step of identifying a 3-dimensional object designated by the copyright protection node detected in said detecting step; and

(C) ~~a display control step of generating the scene for displaying on a display screen by inhibiting display of~~ a construction step of constructing the 3-dimensional scene from a plurality of 3-dimensional objects on a basis of an identification result in said identifying step so that the constructed 3-dimensional scene does not include the 3-dimensional object identified in said identifying step until a predetermined authenticating process is finished and allowing display of 3-dimensional objects that are not identified as having copyright-protected information; and

(D) a display control step of displaying the constructed 3-dimensional scene constructed in said construction step on a display screen.

20. (Original) A method according to claim 19, wherein said language is a VRML.

21. (Currently Amended) An image processing system comprising a transmitting apparatus and a receiving apparatus, wherein

(A) said transmitting apparatus includes transmitting means for transmitting scene data describing a 3-dimensional scene, media data associated with said scene data, and copyright-protected data, and

(B) said receiving apparatus includes:

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receiving means for receiving the scene data describing the 3-dimensional scene, the media data associated with said scene data, and the copyright-protected data which were transmitted from said transmitting apparatus;

separating means for separating the scene data, the media data and the copyright-protected data from all of the data received by said receiving means; access control means for controlling accesses to the scene data and the media data separated by said separating means on the basis of the copyright-protected data separated by said separating means;

media decoding means for decoding the media data-separated by said separating means;

scene decoding means for forming copyright-protected scene data and copyright-unprotected scene data from the scene data separated by said separating means on the basis of the copyright-protected data separated by said separating means; and

rendering means for ~~rendering~~ constructing the 3-dimensional scene ~~to be displayed on a display screen~~ on the basis of the media data decoded by said media decoding means and the copyright-protected scene data and the copyright-unprotected scene data formed by said scene decoding means and rendering the constructed 3-dimensional scene to display on a display screen.

22. (Currently Amended) A storage medium which stores a computer program, said computer program comprising:

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(A) an identifying module for identifying an object having copyright-protected information among a plurality of objects constructing a scene including the plurality of objects, on the basis of data describing the scene; and

(B) ~~a display control module for generating the scene for displaying on a display screen,~~
a construction module for constructing the scene from the plurality of objects on the basis of an identification result of said identifying module, ~~by inhibiting a display of~~ so that the constructed scene does not include the object identified by ~~the identifying process by~~ said identifying module until a predetermined authenticating process is finished ~~and allowing display of objects that are not identified as having copyright-protected information;~~ and

(C) a display control module for displaying the constructed scene constructed by said construction module on a display screen.
